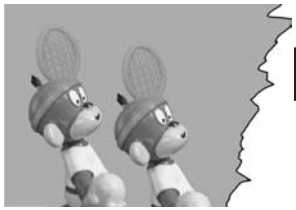
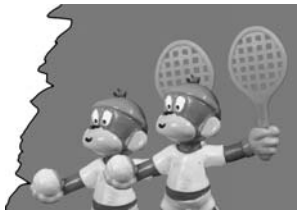


Doppel-Pack



by

Jürgen Kohl

The double Expansion for 2 - 4 players aged 14 and up
(Requires the basic game)

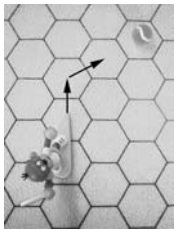
Game Material

2 rackets, 1 spare ball, 2 figures (using the character "Affle" of LANG-FILM/Stuttgart.© LANG-FILM, Stuttgart / License: BULLYLAND, 73565 Spraitbach), 2 smaller blocks, 2 chips, and these rules. Bananas for the players are still not included.

1. Placement and movement is handled as in the basic game

When playing doubles the two smaller blocks are used. At the beginning of each service all players except the player who serves, are freely allowed to position their figures. For the service follow the basic rules. In each team the players alternately serve and return. Only the player who will spend the least number of steps can move his figure to hit the ball. The normal rules for the hit and the steps thereafter are followed. The player of the team who does not hit the ball, can move his figure after the hit always 5 steps - except when the ball touches the block.

2. The power play prevents the block and will cost the opponent 2 movement points



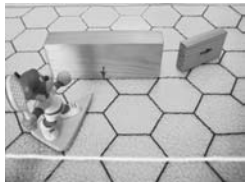
A figure spending 2 or less movement points to reach the strike hex (*see picture on the left*), can execute a power play. In this case, the opponent may not place a block. In addition, both opponents' figures must be put down after they have made their moves (*see picture on the right*). To get up 2 points are needed later. The figure, which does not run for the ball, can get up again for free after the hit, and thus has all of its 5 steps.

3. The smash prevents the block

Just as with a power play, when playing doubles, it is no longer allowed to set up the volleyball block when a smash takes place.

4. The chip is placed on the left or right of the block

If a player places the block, then he puts behind it the chip so that the arrow points to the right or the left (*see picture on the left*). The opponent can not see the arrow. He must now decide and announce, on which side he will try to bypass the block. He can of course also announce a lob. Now the blocker puts the chip on the indicated side of the block (*see picture on the right*). The chip may be placed diagonally to the block, but must be next to the block end at the same height with the block. It must not be placed more than 5 cm from the block. The chip never costs points when placed. The opponent must play the ball in the promised direction. If he does not, he automatically loses the point.



The rule that both players have to lose their steps after the hit, and remain standing if the block is hit is in effect. This does not apply if only the chip is hit by the ball. If the chip falls down, this ball may not be smashed.
A player who has put the block, whose figure, however, does not run for the ball, may remove the block for free.
If 2 blocks are placed at the same time, then the opponent player must announce whether he will pass the ball to the right, left or through the middle. Of course, he may also announce a lob.

5. Game for 2 or 3 players

With 3 players one player must control 2 figures. All previous rules are in effect. You can also play doubles with two players. In that case each player controls 2 figures.

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Handmade in Germany with a lot of care.
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Translation by George Manousakis

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